

**In the Claims:**

1. (Currently Amended) A system, comprising:  
a plurality of computing devices, each computing device having a respective console,  
and a respective console interface, the respective consoles enabling manual control of the plurality of computing devices;  
each console interface being operable to transmit console information associated with the respective console;  
a console server coupled for communication with the plurality of computing devices, the console server including a memory module; and  
wherein the memory module is operable to receive and store at least a portion of the console information.
2. (Original) The system of Claim 1, wherein each console interface is operable to transmit the console information to the console server, periodically.
3. (Original) The system of Claim 2, wherein the console information is transmitted to the console server at predetermined time intervals.
4. (Original) The system of Claim 2, wherein the console information is transmitted to the console server in response to a predefined event, circumstance, alert or situation.
5. (Original) The system of Claim 1, wherein the console server is operable to transmit requests to the plurality of computing devices to transfer at least a portion of the console information to the console server.
6. (Original) The system of Claim 5, wherein the requests comprise interrupt driven/on demand requests.
7. (Original) The system of Claim 5, wherein the console server is operable to transmit the requests in response to a predefined event.

8. (Original) The system of Claim 1, wherein each console interface is further operable to transmit the console information associated with the respective console, in real-time.

9. (Original) The system of Claim 1, wherein the memory module comprises a buffer.

10. (Original) The system of Claim 1, wherein the console server is located in a remote location from at least one of the plurality of computing devices, and the console server is coupled with the plurality of computing devices over a communication network.

11. (Original) The system of Claim 1, wherein the console server is operable to present the console information regarding each of the plurality of computing devices, at a graphical user interface, during a single communication session.

12. (Original) The system of Claim 1, wherein the console server comprises a network interface card, and the plurality of computing devices comprise server processing cards.

13. (Original) The system of Claim 1, further comprising a backup console server operable to monitor communications with the console server, and wherein the backup console server is operable to assume responsibilities of the console server if a communication failure with the console server is detected.

14. (Original) A server chassis, comprising:  
a plurality of server processing cards, each server processing card including a respective console and a respective console interface;  
each console interface being operable to transmit console information associated with the respective console;  
a console server coupled for communication with the plurality of server processing cards; and  
the console server including a memory module operable to receive and store at least a portion of a console information.

15. (Currently Amended) The server chassis of Claim 14, further comprising a communication bus forming the communication coupling between the console server and the plurality of ~~web~~ server processing cards.

16. (Original) The server chassis of Claim 15, wherein the communication bus comprises an RS-485 communication bus.

17. (Currently Amended) A method for storing console information associated with a plurality of computing devices, each computing device having a respective console, and a respective console interface, comprising:

coupling a console server for communication with a plurality of computing devices, the console server including a memory module, the console server able to manually control the plurality of computing devices through the respective consoles;

transmitting console information associated with the respective console, from the respective console interface;

receiving the console information at the memory module; and

storing, at least temporarily, the console information at the memory module.

18. (Original) The method of Claim 17, further comprising transmitting the console information to the console server, periodically, from the respective console interface.

19. (Original) The method of Claim 17, further comprising transmitting requests to the plurality of computing devices to transfer at least a portion of the console information to the console server, the requests being transmitted from the console server.

20. (Original) The method of Claim 17, further comprising presenting the console information regarding each of the plurality of computing devices, at a graphical user interface, during a single communication session, the graphical user interface being coupled with the console server.

21. (Original) The method of Claim 17, further comprising:  
monitoring communications between the console server and a backup console server;  
and

transferring responsibilities of the console server to the backup console server if a communication failure with the console server is detected.

22. (Currently Amended) Computer readable media encoded with logic ~~Logic encoded in media~~ for storing console information associated with a plurality of computing devices, each computing device having a respective console, and a respective console interface, the logic being operable to perform the following steps:

couple a console server for communication with the plurality of computing devices, the console server including a memory module, the console server able to manually control the plurality of computing devices through the respective consoles;

transmit console information associated with the respective console, from the respective console interface;

receive the console information at the memory module; and

store, at least temporarily, the console information at the memory module.

23. (Currently Amended) The ~~logic encoded in~~ media of Claim 22, wherein the logic is further operable to transmit the console information to the console server, periodically, from the console interface.

24. (Currently Amended) The ~~logic encoded in~~ media of Claim 22, wherein the logic is further operable to transmit requests from the console server to the plurality of computing devices to transfer at least a portion of the console information to the console server.

25. (Currently Amended) The ~~logic encoded in~~ media of Claim 22, wherein the logic is further operable to present the console information regarding each of the plurality of computing devices at a graphical user interface, during a single communication session, the graphical user interface being coupled with the console server.

26. (Currently Amended) The ~~logic encoded in~~ media of Claim 22, wherein the logic is further operable to:

monitor communications between the console server and a backup console server; and

transfer responsibility from the console server to the backup console server if a communication failure with the console server is detected.

27. (Currently Amended) A system for storing console information associated with a plurality of computing devices, each computing device having a respective console, and a respective console interface, comprising:

means for coupling a console server for communication with the plurality of computing devices, console server including a memory module, the console server able to manually control the plurality of computing devices through the respective consoles;

means for transmitting console information associated with the respective console, from the respective console interface;

means for receiving the console information at the memory module; and

means for storing, at least temporarily, a console information at the memory module.

28. (Original) The system of Claim 27, further comprising means for transmitting the console information to the console server, periodically, from the respective console interface.

29. (Original) The system of Claim 27, further comprising means for transmitting requests from the console server to the plurality of computing devices, to transfer at least a portion of the console information to the console server.

30. (Original) The system of Claim 27, further comprising means for presenting the console information regarding each of the plurality of computing devices, at a graphical user interface, during a single communication session, the graphical user interface being coupled with the console server.

31. (Original) The system of Claim 27, further comprising:

means for monitoring communications between the console server and a backup console server; and

means for transferring responsibilities of the console server to the backup up console server if a communication failure with the console server is detected.

32. (Canceled)

33. (Canceled)

34. (Canceled)

35. (Canceled)